

read - 11/1/92  
discussed 11/4/92

Stacy Gets Dressed - Sean Kelly

OK but unsupervised

done Dan & me C leave for different reason  
(not to make whole here forget)

leth - Bush →



# SHINING TIME

STATION

SHINING TIME STATION

STACY GETS AMNESIA

EPISODE # 325

BY

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From Characters and Storylines Created By  
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TABLE DRAFT  
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LIVE ACTION: JAN 15/93  
MATTE: JAN 20/93

SCENE 1  
(MAINSET)

(ON THE TICKET COUNTER IS A VASE OF FLOWERS. MR. CONDUCTOR NEAR IT. HE IS LOOKING FEARFULLY UP AT THE SOURCE OF BUZZING SOUNDS...HE COVERS HIS HEAD AND DUCKS AS THE BUZZING GETS LOUDER. A SQUADRON OF DIVE-BOMBING BEES ARE OBVIOUSLY INTERESTED IN THE FLOWERS. THEY RETREAT [ONCE HE IS SAFE, HE BRAVELY SHOOS THEM OFF]. HE THEN QUICKLY REACHES INTO HIS BAG AND BEGINS TO SCATTER SOME SORT OF GLITTER-DUST ON THE FLOWERS. DAN ENTERS)

DAN:

Hi, Mr. Conductor.  
Whatcha doing? Trying to  
make those flowers dis-  
appear.

MR. C:

No, I'm trying to make  
those bees disappear!

DAN:

What bees?

SFX: BEE BUZZING INCREASINGLY LOUD

MR. C:

Those bees!

(MR. CONDUCTOR HITS THE DECK. DAN WAVES ONE ARM WILDLY, PULLS HIS SHIRT UP OVER HIS HEAD, DUCKS, ETC...)

SFX: BEE BUZZING RETREATS

(DAN COOLS IT, MR. C SCATTERS MORE POWDER)

SCENE 1 (CONT'D)

MR. C:

This powder is called "Lethe-dust." It's a kind of...memory eraser. It makes you forget who you are for awhile.

DAN:

I don't get it, Mr. Conductor. What's that got to do with the bees?

MR. C:

Well, when those bees come to get pollen from the flowers, they'll get Lethe-dust on them. Then they'll forget that they're bees--and won't sting anyone. Look-out!

SFX:SOUND OF BUZZING

(THEY BOTH DUCK AND COVER AGAIN)

DAN:

Mr. Conductor? I know where their hive is. It's in a big tree out in the orchard. So why don't we...

MR. C:

Sprinkle the whole hive?  
Good thinking, Dan.  
Terrific idea. I'll meet you in the orchard.

) why? like shooting a fly with a cannon

(DAN DASHES OFF. MR. C FLICKERS OUT OF SIGHT. PAUSE. STACY BUSTLES IN, HUMMIN "TRY TO REMEMBER")

SCENE 1 (CONT'D)

STACY:

Try to remember a some-  
thing September and if  
you remember then swall-  
ow...

(SHE SPOTS THE FLOWERS, SMILES,  
BENDS AND TAKES A GOOD  
SNIFF--RISES, HOLDING ONE  
FLOWER...AND HER SMILE GOES VACANT.  
SHE LOOKS AROUND, THE EXPRESSION ON  
HER FACE LIKE A BABY WAKING UP IN A  
STRANGE ROOM)

STACY:

Where?...Who?...What?...  
Am I?...Is this?....

(SHE WANDERS AIMLESSLY, GAZING  
AROUND)

CUT TO:

SCENE 2  
(ARCADE)

(SCHEMER BUSTLES IN, AND BEGINS CHECKING HIS MACHINES...REMOVING NICKELS AND ENJOYING THEM AS HE INSERTS THEM INTO THE CHANGE MAKER ON HIS BELT. HE DOESN'T BOTHER TO LOOK UP WHEN HE HEARS STACY)

SCHEMER:

...ten, fifteen, twenty,  
twenty-five...

STACY:

Excuse me, who are you?

SCHEMER:

Fine, thanks. Thirty,  
thirty five...How are  
you?

STACY:

Who am I?

SCHEMER:

No, I said, "How are  
you?" I know who you are,  
for Pete's sake.

STACY:

Where are we?

(HE TURNS TO HER, MIFFED)

SCHEMER:

Well, I was at either  
thirty or thirty-five,  
but now I have to start  
over.

(A PASSENGER [WITH SUITCASE] AP-  
PROACHES STACY)

SCENE 2 (CONT'D)

PASSENGER:

Excuse me, Ma'am?

(STACY TURNS, INTERESTED)

STACY:

Ma'am? Is that my name,  
"Ma'am"?

(PASSENGER DOES TAKE--IS THIS LADY  
ALL THERE?)

PASSENGER:

Uhhm...I don't really  
know. But can you tell  
me whether the Rainbow  
Sun is on schedule?

STACY:

The Rainbow what?

PASSENGER:

You know, the train.  
This is a train station,  
isn't it?

STACY:

Is it?

(SCHEMER INTERVENES)

SCHEMER:

Hey, Pal! The Express is  
right on time. It'll be  
here in about..four min-  
utes.

PASSENGER:

Thank you.

(PASSENGER WALKS AWAY)

SCENE 2 (CONT'D)

STACY:

(TO SCHEMER, IMPRESSED)

How did you know that?

SCHEMER:

How did I know it? How did I know it? It's right up there on the schedule board...Hey, you aren't kidding, are you?

STACY:

"Kidding"? No, I don't think so. My name is "Ma'am".

SCHEMER:

Wait a minute, let me get this straight. You're saying you don't know me, and you don't know you?

STACY:

No, I'm sorry, I don't. What did you say your name was?

(CU SCHEMER AS IT HITS HIM. SHE'S LOST HER MEMORY! THIS IS HIS BIG CHANCE! HE MANAGES TO GET HIMSELF UNDER CONTROL)

SCHEMER:

(AN ASIDE)

Oh, this is beautiful.

(TO STACY)

Uh...My name? It's Schemer. Mister Schemer, they call me. I'm sort of...the head honcho around here. The top dog. The big enchillada. The ramrod, the nabob, the boss.

SCENE 2 (CONT'D)

STACY:

That's very impressive.

SCHEMER:

Yes, well, it's a gift,  
really. A talent.  
You've gotta be born with  
it, I always say...

STACY:

And do you own this train  
station?

SCHEMER:

Well, not exactly. I  
mean, I do all the really  
important work around  
here. I should own it,  
obviously.

STACY:

Yes, obviously.

DISSOLVE TO:

SCENE 3  
(INT. JUKEBOX)

(DIDI IS LOOKING THROUGH THE PERISCOPE...GRACE APPROACHES HER)

DIDI:

Ooh that Schemer makes me so mad!

TITO:

What's he up to now?

DIDI:

Stacy's lost her memory, and instead of helping her, he's trying to take over the station.

TITO:

That's really rotten. But look on the bright side, Didi.

DIDI:

Like what?

TITO:

Think how much trouble he's gonna be in when Stacy gets her memory back!

(THEY GIGGLE)

CUT TO:

SCENE 4  
(MAINSET)

(A CONFUSED STACY, STILL HOLDING A FLOWER, ACCOMPANIES THE VERY EXCITED SCHEMER TO THE DOOR)

SCHEMER:

*(Miss Stacy)*  
Stacy--I mean, "Ma'am"--  
you just wait right here... Take it  
easy...don't strain  
yourself trying to remember  
things. Gotta  
go...Bye now...

*she's never  
refers to her  
as Stacy*

(STACY STANDS WAVING GOODBYE--A GOOFY LOOK ON HER FACE)

*she's never  
refers to her  
as Stacy*

STACY:

(TO HERSELF)

What a nice, thoughtful person!

(DAN ENTERS, CASUALLY PASSES HER)

DAN:

Hi, Aunt Stacy.

STACY:

Who?

(DAN PUZZLED, STOPS, TURNS)

DAN:

Aunt Stacy--you know...  
you.

STACY:

Oh, no. You have the wrong person. My name is Ma'am.

(CU FLOWER IN HER HAND)

SCENE 4 (CONT'D)

DAN(CONT'D):

Oh-oh. Did you smell that flower?

STACY:

Why...yes. I remember doing that. It's the first thing I do remember...

DAN:

Oh, boy!

(HE GENTLY TAKES HER HAND AND LEADS HER OVER TO SIT BESIDE HIM ON A BENCH)

STACY:

Do I know you?

DAN:

Of course you know me.  
I'm your nephew--Dan.

(SHE SHAKES HIS HAND)

STACY:

Nice to meet you, Dan.

DAN:

Oh, jeese, don't you remember anything? You're Stacy. Stacy Jones. You're the manager at Shining Time Station.

STACY:

Really?

SCENE 4 (CONT'D)

(MR. CONDUCTOR APPEARS)

MR. C:

Hi, Dan. Hello, Stacy.

(STACY SHRIEKS AND DASHES AWAY-HIDING BEHIND THE INFORMATION BOOTH)

DAN:

Stacy, no, come back.  
It's....Sorry, Mr. Conductor.

MR. C:

I admit, I don't look my best today. But I don't look that bad, do I?

DAN:

It's nothing to do with how you look, Mr. Conductor. It's that powder of yours.

MR. C:

The Lethe powder?

DAN:

Yeah. Stacy smelled a flower, and now she can't remember anything! Can't you do something?

MR. C:

Oh dear! Well, it will wear off in time, of course...

DAN:

But can't anything break the spell?

SCENE 4 (CONT'D)

MR. C:

Nothing I know of--they  
do say going to sleep  
helps to speed things  
up..

ANGLE ON:

(STACY EMERGES FROM HER HIDING  
PLACE, APPROACHES CAUTIOUSLY)

STACY:

How am I supposed to  
sleep in a place full of  
talking dolls?

little people approach

MR. C:

Miss Stacy Jones, that's  
just about enough of this  
"talking doll business".  
My name is Mr. Conductor,  
and I've known you since  
you were Dan's age. I  
knew your parents when  
they were Dan's age. I  
live here, in the signal  
house on this mural.

STACY:

Really? Truly?

DAN:

Aw, c'mon, Aunt Stacy!  
You've gotta remem-  
ber Mr. Conductor! You  
two are friends. You  
take care of each other.  
Like the time he caught a  
cold...

STACY:

Tell me what happened.  
Maybe it will help me  
remember...

SCENE 4 (CONT'D)

DAN:

Well, Mr. Conductor was  
sneezing and coughing...

DISSOLVE TO:

CLIP--EPISODE #206--MR. C AND POP  
UP BOOK-BANKED

DISSOLVE TO:

SCENE 5  
(MAINSET)

STACY:

I hope you're feeling  
better now, Mr.  
Constrictor.

MR. C:

It's Conductor! I'm a  
railroad man!

DAN:

He's magic, Aunt Stacy.  
He can do anything.

STACY:

Can you disappear?

MR. C:

Oh, that's easy...

(MR. C POPS OFF AND ON AGAIN)

MR. C:

It's the reappearing part  
that's hard.

STACY:

But where do you go?

MR. C:

Why, the Island of Sor-  
dor, naturally.

STACY:

What happens on the  
Island of...?

SCENE 5 (CONT'D)

DAN:

...Sordor. It's where  
Thomas lives! And Percy,  
and Duck, and...

MR. C:

Please, Dan...if I may.  
Stacy, allow me to show  
you...

(MR. CONDUCTOR BLOWS HIS WHISTLE)

EFFECTS DISSOLVE TO:

SCENE 6

"THOMAS ANTHEM" VIDEO

SCENE 7  
(MAINSET)

STACY:

So that's Thomas, and he  
lives on the Island of  
Sordor?

MR. C:

Right.

STACY:

And this place is called  
Shining Time Station.

DAN:

Right.

STACY:

(GESTURES TO ARCADE)

And what's that over  
there?

DAN:

That's the arcade.  
Schemer's Arcade.

(STACY WALKS TOWARD THE ARCADE--DAN  
ACCOMPANIES HER)

STACY:

You mean "Mister  
Schemer"? I think I've  
met him. He's responsi-  
ble and hard-working,  
isn't he?

DAN:

That's not Schemer, Aunt  
Stacy. He hardly ever  
works. Unless he's work-  
ing on some crazy plan...

SCENE 7 (CONT'D)

STACY:

What kind of crazy plan?

DAN:

Well, like the time he  
had that auction, and you  
got so mad at him...

DISSOLVE TO

CLIP--EPISODE 218--STACY YELLS AT  
SCHEMER FOR SELLING HER THINGS-  
BANKED

DISSOLVE TO:

SCENE 8

(MAINSET/TICKET COUNTER)

(STACY AND DAN APPROACH THE TICKET COUNTER--MR. C AWAITS THEM, STANDING ON THE COUNTER)

STACY:

Funny, that doesn't sound like the Schemer I know..  
Kind, considerate...

DAN:

You really have lost  
your memory, haven't you?

STACY:

And who works here?

MR. C:

You do. This is where you sell train tickets, and give directions, and...

DAN:

...and you keep the train schedules up to date, and help people.

STACY:

I do? I mean, I'm glad to hear it, but...do I really help people?

MR. C:

I'll say! Why you've even saved people's lives!

STACY:

No!

SCENE 8 (CONT'D)

DAN:

You sure did! In the big  
storm!

STACY:

What storm?

DISSOLVE TO

CLIP--EPISODE 210--STACY RESCUES  
KIDS-BANKED

DISSOLVE TO

SCENE 9  
(MAINSET/TICKET COUNTER)

STACY:

That sounds so exciting!  
I can't wait to remember  
all of that again! Will  
it be soon?

MR. C:

Certainly. This is just  
a temporary spell...I  
hope.

STACY:

And sleeping's supposed  
to help?

MR. C:

It might.

STACY:

Why don't I try taking a  
little nap?

DAN:

Good idea. We'll leave  
you alone for a while.

(MR. C VANISHES. DAN WANDERS AWAY.  
STACY SITS DOWN ON A BENCH, CLOSES  
HER EYES. A BEAT. SCHEMER ENTERS.  
HE'S DRESSED--HE THINKS--LIKE A  
BUSINESS MAN. IN FACT, IN HIS  
OUTSIZED STRIPED SUIT, DARK SHIRT  
AND WHITE TIE, GLUED-ON MOUSTACHE,  
WHITE FEDORA AND SHADES, HE LOOKS  
LIKE A CARTOON GANGSTER)

SCHEMER:

A-hem!      Excuse      me.  
Ma'am?

SCENE 9 (CONT'D)

(STACY BLINKS AWAKE)

STACY:

Yes? Can I help you?

SCHEMER:

Yes indeed you can,  
Ma'am. I am the personal  
representative of the  
esteemed Mister Schemer,  
whom I believe you have  
conversed with.

STACY:

Yes, but...

(SCHEMER PULLS OUT, WITH A FLOURISH, A DOCUMENT AND A PEN)

SCHEMER:

It is my belief--that is,  
my client's belief,  
that in recognition of  
his outstanding honesty  
that you intend to recognize  
him as the sole  
owner and operator of  
this Station.

STACY:

Well, I did say...that  
is, he said...I don't  
remember...

SCHEMER:

No problem. Sign here,  
Please!

(STACY SHRUGS, TAKES PEN AND PAPER,  
SIGNS. SCHEMER TAKES BACK PEN AND  
PAPER, AS SHE WANDERS, UNCONCERNED,  
AWAY)

SCENE 9 (CONT'D)

SCHEMER:

Yes! Yes! Shining Time  
Station is MINE!

(HE LOOKS AT THE PAPER. LOOKS MORE  
CLOSELY. SHOUTS AFTER HER)

SCHEMER:

"Ma'am"! She signed it  
"Ma'am"! Hey! Hey!  
Stacy! Your name is  
Stacy! I was just kid-  
ding about your name  
being "Ma'am"! Come  
back....

CUT TO:

SCENE 10  
(WORKSHOP)

(STACY ENTERS, DISCOVERS DAN)

STACY:

I couldn't sleep. What's this place?

DAN:

(LAUGHS)

This is Billy Two Feather's workshop. He's an engineer.

STACY:

Do I know him?

DAN:

Sure. Everybody does.

STACY:

Billy Two Feathers.  
What's he like?

DAN:

Well, he's hard to describe, you know? Like, the first time I met him, I thought he was kind of scary.

STACY:

What happened?

DISSOLVE TO

CLIP--EPISODE 201--DAN CAUGHT IN  
BILLY'S WORKSHOP--BANKED

DISSOLVE TO

SCENE 11  
(WORKSHOP)

STACY:

Are there any other friends of mine I don't remember?

DAN:

Well, there's Becky.

STACY:

Becky?

DAN:

Boy, Becky would be really upset if she knew you'd forgotten her!

STACY:

Oh dear. Why is that?

DAN:

Because you're always there to help her, I guess. Like the time we were all doing a play...

DISSOLVE TO

CLIP--EPISODE FROM STS III "FELIX'S PLAY" (STACY HELPS BECKY WITH HER LINES)-BANKED

DISSOLVE TO

SCENE 12  
(WORKSHOP)

DAN:

And then there's Kara.  
You must remember Kara!

STACY:

The name does sound fam-  
iliar...who is he?

DAN:

She. Kara's a girl. Let's  
see...She interviewed you  
once for the newspaper.

STACY:

Really? I wonder what I  
said...?

DISSOLVE TO

CLIP--EPISODE 214--KARA INTERVIEWS  
STACY

DISSOLVE TO

SCENE 13  
(MAINSET)

(STACY AND DAN LEAVE BILLY'S WORK-SHOP, AND WANDER TO THE WAITING ROOM)

STACY:

You know, I think that spell may be starting to wear off--this place is beginning to look familiar.

DAN:

That's great!

STACY:

But why does this room remind me of...I know this sounds silly...a party?

DAN:

Maybe because this is where we had your party.

STACY:

A party? For me? That's a surprise.

DAN:

Yes, it was...

DISSOLVE TO

CLIP--EPISODE 209--STACY'S SURPRISE PARTY-BANKED

DISSOLVE TO

SCENE 14  
(ARCADE)

STACY:

Everyone here at Shining Time Station sounds so nice! What wonderful memories I must have had...I mean, I have...that is, will have soon..

DAN:

Any time soon, Mr. Conductor said.

STACY:

Now, about this person Schemer. What does he look like?

(ANGLE ON)

(EAGER SCHEMER STILL IN COSTUME,  
WITH PAPER AND PEN, IN BG)

DAN:

He looks like...like you'd expect a guy named Schemer to look.

STACY:

A floppy suit? A big hat?  
A funny moustache? Sun glasses?

(SCHEMER MANUALLY INVENTORIES  
HIMSELF)

DAN:

No--but that is the way he dresses when he's pretending to be his own lawyer...

(SCHEMER BEATS A HASTY RETREAT)

SCENE 14 (CONT'D)

STACY:

That does sound  
familiar...is this his?  
What is it?

(STACY INDICATES THE JUKEBOX)

DAN:

It's a jukebox. You pick  
a song, put in a nickel,  
and it plays it. But...  
*(The song you need to)*

STACY:

But what?

DAN:

Well, sometimes it plays  
on its own, or it doesn't  
play the song you pick. *ed*

STACY:

Let's put in a nickel and  
see what happens.

(PAUSE)

(STACY PUTS A NICKEL IN THE SLOT)

CUT TO:

SCENE 15  
(INT. JUKEBOX)

(AS THE COIN MAKES ITS WAY DOWN THE CHUTE)

TITO:

We've got to play something to help Stacy! Any ideas?

TEX:

How about something country? Like "I forgot more that you'll ever know about her"?

REX:

Or, "I forgot to remember to forget"?

DIDI:

I heard it might help if Stacy got some sleep...

TITO:

Didi, baby, you are brilliant. Let's play a lullaby.

TEX:

Something real pretty.

TITO:

We'll play a couple of them. And a one. and a two....

INTO PUPPET SONG:  
"ULLABY MEDLEY"

(INTERCUT: STACY SITTING, CLOSING HER EYES, SMILING, DOZING)

SCENE 16  
(ARCADE)

(STACY SNOOZES ON A NEARBY BENCH.  
DAN STANDS BY THE JUKEBOX. MR.  
CONDUCTOR APPEARS ON TOP OF IT)

MR. C:

(WHISPERS)

How's Stacy doing?

DAN:

(WHISPERS)

Okay...The songs put her  
to sleep.

MR. C:

(WHISPERS)

That's good. Maybe when  
she wakes up, she'll be  
herself again.

(STACY STIRS, SIGHS IN HER SLEEP)

DAN:

We could play another  
song. Have you got  
a nickel?

MR. C:

I can do better than  
that--I've brought back a  
magic song. Stop. Look.  
And listen to this magic  
bubble.

(MR. C HOLDS OUT HIS HAND. MAGIC  
BUBBLE)

EFFECTS DISSOLVE TO:

SCENE 17

SONG: "ISLAND OF SORDOR"



3?

DISSOLVE TO

SCENE 18  
(ARCADE)

(STACY BLINKS AWAKE, SMILES,  
STANDS)

STACY:

Dan! Mr. C! Was I sleeping long? Oh my goodness, look at the time. The Rocking Horse Special is due from Snarlyville in a few minutes!

(DAN AND MR. C EXCHANGE HAPPY SMILES. STACY HEADS BRISKLY AWAY, TURNS BACK)

STACY:

You know, I had the funniest dream just now. It was sort of...a dream about a dream. Or--about how dreams can come true. But it was also about memory--about how important it is to remember who you are, and who your friends are...and what your dreams are...Does any of this make sense to you?

(MR. C AND DAN EXCHANGE LOOKS)

MR. C:

Absolutely, positively.

DAN:

Like he said.

MR. C:

Oh-oh!

SCENE 18 (CONT'D)

(HE QUICKLY VANISHES--BECAUSE SCHEMER ENTERS, STILL IN COSTUME, WITH HIS PAPER AND PEN. HE DECIDES TO GO FOR IT, APPROACHES STACY)

SCHEMER:

Pardon me, Ma'am...Mister Schemer was wondering if you'd mind signing this..

STACY:

Now there's another thing I remember!

(SCHEMER BEGINS TO BACK AWAY--STACY STALKS TOWARD HIM)

SCHEMER:

"Ma'am? I mean, Miss Jones...Hey...I was just kidding...Can't you take a little joke...

(STACY REMOVES HIS SUNGLASSES, HAT...PULLS OFF HIS MOUSTACHE)

STACY:

And it's also important to remember what kind of ...individual...would try to take advantage of a person for his own low-down...selfish...mean-spirited...

(STACY STANDS, HANDS ON HIPS, SPEECHLESS WITH RIGHTEOUS ANGER...SCHEMER SCUTTLES OUT)

SCENE 18 (CONT'D)

(STACY STANDS TREMBLING WITH ANGER...DAN NEAR HER...SCHEMER RE-ENTERS)

SCHEMER:

I take it that I should tell Mister Schemer you've declined his offer.

(STACY TAKES ONE STOMPING STEP FORWARD. SCHEMER CUTS AND RUNS. STACY CAN'T HOLD IT IN. SHE BEGINS TO GIGGLE, THEN TO LAUGH. DAN DOES TOO)

(FADE TO BLACK)